

The Use of Quizizz Application in Understanding Structure Course, University of Indraprasta PGRI Jakarta

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Submitted: December 15, 2023

Accepted: January 5, 2024

ABSTRACT

The purpose of this research is to find out whether the use of the Quizizz Application is effective or not in teaching Understanding Structure/English grammar course on the student to fifth semester in Indraprasta PGRI Jakarta. The type of research used is literature/library study and observation through interviews with students. The results obtained the that application of Quizizz media it is very good and effective because using Quizizz media can increase student learning motivation because in Quizizz media it takes time and time that can be determined by the teacher in answering quizzes so that students can focus on working on and with the media Learning quizzes are interesting and not monotonous so that students don't get bored.

Keywords: *Quizizz Application, Understanding Structure, Teaching Media*

INTRODUCTION

Nowdays, technology is developing to be more sophisticated. Technology contributes its advantages and disadvantages in every aspects and human's activity. One of aspects get impact is education field. Technology has a big role in building the quality of education. Fatimah and Santiana (2017) argued that as the latest instructional media in this globalization era, technology contributes good benefits in the educational sector, especially in teaching and learning process such as, helps the students to have new authentic and meaningful learning experiences, provides more fun and effective learning atmosphere to engage their effort and behavior, allows the students to work collaboratively and easily access the information that can increase their learning experiences.

Particularly in language learning, Kranthi (2017) stated that technology has been used to assist and enhance the learning process. Teachers can integrate various forms of technology to support their teaching, engage students' motivation and participation in the learning process, provide authentic examples of the target culture, and connect their classrooms. To enhance the language learning experience, some technology tools enable teachers to differentiate instruction, adapt classroom activities and homework assignments in facilitating and mediating the language learning.

To support students' success in learning English, the teacher must prepare for the use of technology in the form of learning media. Teachers have to improve and innovate the learning strategy dealing the technology. They also have to show the materials interestingly to the learners. We know that the learners in this era have so much interest in technology. According to Gilakjani (2017), practicing digital technology is believed effective to attract students' interest that they can focus more on the class teaching and learning process. Moreover, the technology can contribute the teachers in accomplish

their tasks more effectively. It's also supported the students to use the technology whenever they are. So, the teacher must be creative to prepare and create fun learning like using many applications on mobile phone or PC. One of the applications support that learning English is Quizizz.

Quizizz can be applying in various subjects, one of them is English Subject Quizizz is one of the Web-apps and engaging learning media. Quizizz can be used to form online quizzes that can be used in classroom learning and add the material that will learn. Through Quizizz, students answer questions prepared by teachers. Students can measure their progress or abilities while taking an online quiz, and students can repeat the test. Teachers create quiz online interactively using smartphones or computers. Through the Quizizz application, students learn actively and interactively. Quizizz is also an entertaining app for managing selfaccess learning. In self-access learning, students assess their progress and determine ways to fit their preferred learning style (Degirmenci, 2021).

One of the courses in English department of fifth semester is Understanding Structure (Grammar). Many students often feel bored in learning, especially in learning English grammar, because they find it difficult to understand (Badroeni et al., 2020). English learning is the first foreign language taught in educational institutions. Therefore students must learn and understand English learning and grammar in English. Quizizz applications utilized in learning expect to make the classroom atmosphere more enjoyable and not boring for students.

Based on the explanation above, the research focused on Quizizz application in learning Understanding structure course in University of Indraprasta Jakarta. The RE class used Quizizz that support their understand about English grammar.

LITERATURE REVIEW

1. Quizizz Application

Quizizz is a web tool for creating interactive quiz games that are used in classroom learning. According to Purba (2019: 5) "Quizizz is a game-based educational application, which brings multiplayer activities to the classroom and makes them interactive and fun in practice classes". In line with that according to Amornchewin (2018: 87) explained that "Quizizz is a learning tool or media that is believed to be able to motivate students in learning with interesting features". Quizizz is an application that can be used to create multiplayer interactive quizzes that can be accessed via any device such as a computer, smartphone, or tablet to complete the quiz. Meanwhile, according to Suo Yan Mei (2018) "Quizizz is one of the e-learning-based evaluation tools that is very suitable to be used to evaluate quickly and directly give results to teachers to take action on students". In learning, the students need to be remedied or need enrichment before moving on to the next basic competence.

Based on the above opinion, it can be concluded that Quizizz is an interactive game-based educational application that can be used as a teaching media or evaluation tool, so that's attracting students' attention to be more motivated in the learning process. The interesting features of Quizizz can be used by teachers to facilitate the teaching and learning process. Quizizz also allows students to compete with each other and motivate them in learning so that outcomes of learning can improve.

2. Quizizz Application as a Teaching Media

The right teaching media is an important thing to support the success of education. The role of teaching media as a forum for delivering learning messages to learning targets. This is a challenge for teachers to be able to create interesting and fun learning. It can be created through the use of various models or learning methods so that it can make students excited to learn and more easily understand the material. The use of teaching media cannot be separated from learning patterns. Learning patterns are organized, then applied based on the limitations of educational technology. According to Salsabila dkk (2020) descript that there are 4 learning patterns applied in Indonesia, 1) Traditional Patterns, it means the 26 teacher-student are relationship directly, 2) Teacher used patterns with media, 3) Media learning patterns, 4) Media-only learning patterns. The use of the Quizizz application as a learning medium is included in the category of learning patterns number 3, which places the media as a component of the learning system on a part with other components. Learning patterns created and empowered through the Quizizz application are interactive multimedia patterns. The Quizizz application has advantages that can be easily used in addition to teaching media, which can also be used as learning evaluation materials.

3. Understanding Structure (English Grammar) course

Understanding structure is one of the courses in the fifth semesters. The course concerns in English grammar. The objective of course is to make the students understand and implement in teaching learning process. Richard stated that grammar teaching forms an important part of teaching the language, so much so that other aspects of learning the language either ignored or belittle. Grammatical knowledge of the system, it is argued, is just one of many components that underlie the notion of communicative competence. It means that grammar is very important for language learning. The grammar can be connected or used in the teaching of writing and speaking. The two skill teaching of grammar teaching is more often applied in the teaching process.

Grammar is the rule to make a good sentence. When someone makes grammatical sentences they need to implement it. Harmer (2001: 12) stated that the grammar is a description of the ways that words can change their shape and can be combined into sentences in that language. This is proof that the grammar is one of the most important skills for students to be mastered. Harmer also add the fact for people realize how the simple sentence is also have structured (2001: 12). In grammar students can learn many kinds of grammar or structure to make a good sentence or paragraph such as noun, adjective, adverb, verb, pronouns, tenses, conjunction, etc. Grammar plays an important role in mastering a language, especially English. Grammar makes a sentence meaningful. By using grammar, people can differ from one sentence to another sentence by the sequence of time. Grammar is also able to measure students' language proficiency such as fluency. The more students master grammar, the more fluent they are. Grammar is the structure of sentences that are used in language. Grammar becomes crucial since it is one of the English elements which should be taught by students. Grammar is the system of rules governing the conventional arrangement and relationship of a word in a sentence (Brown, 2001: 362).

RESEARCH METHOD

The type of research used is literature study. The library study method is a series of activity related to the methods of collecting library data, reading and taking notes, and managing research materials (Sugiyono, 2019). Literature study is one of the research methods carried out by reading relevant sources to obtain data (Arikunto, 2013) Literature study is carried out by each researcher with the main objective of finding a basis for obtaining and building a theoretical basis, framework of thinking, and determining tentative assumptions or also known as research hypotheses. So that researchers can classify, allocate, organize, and use a variety of literature in their fields. By conducting a literature study, researchers have a broader and deeper insight into the problem to be studied. Conducting this literature study is carried out by researchers between after they determine the research topic and the formulation of the problem, before they go into the field to collect the necessary data (Arikunto, 2018).

RESULT AND DISCUSSION

Quizizz application is one of the applications can be used for teaching English Grammar. It is used in Understanding Structure in fifth semester at Indraprasta University, PGRI, Jakarta. This semester, we can lecture hybrid learning. This course is held online for 16 meetings including mid-term and final test within one semester. One offline meeting is held before mid-term and final test also. Lectures are held every week. In the first meeting, the lecturer explained RPS course and class regulation. Every meeting the lecturer explain the material has been attached to RPS course. Then, the lecturer asked the students to do some assignments by using Quizizz application. Quizizz provides several activities, namely material presentations and multiplayer that make learning with this application more interactive and fun in the classroom, such as making PowerPoint materials and answering questions. According to Zhao (2019), Quizizz is an educational app like a game. This application has several interesting features that students will like, such as funny memes or stickers, good themes, interesting profile avatars, and entertaining music, making this application different from other educational applications, this quizizz application is very supportive in various learnings, one of which is English Grammar, it will be easier if the teacher explains the grammar material with the various features in the quizizz application which will make the teaching and learning atmosphere more fun and more effective.

The lecturer first prepares students to open the web or quizizz application. The lecturer gives a quiz code so that you can see the presentation and answer the questions that have been provided. Then, both students can log in (for those who already have a quizizz account) or register (for those who do not have a quizizz account), students can create a nickname and also choose a cute avatar. after that students can go to class on quizizz while waiting for other students to enter. Finally, the teacher can start the presentation and the game if all the students are in and ready. At the end of the game, students can see their rank as well as their score. The use of Quizizz application is an alternative to make it easier for the students. They feel enjoyable and relax to do exercise. The student activities in Understanding Structure course takes place within a period of 1 hour 60 minutes. Students are given 15 minutes to understand the material that has been uploaded by the students then the lecturer starts the lecture by giving warming up related

to the material being discussed. It was seen that students played an active role in the discussion and were enthusiastic in every discussion. After discussing, students are given time to ask the lecturer if there is something they still don't understand about the material.

CONCLUSION

Based on the result in previous chapter about the students' perception and students' obstacle towards the implementation of e-learning using Quizizz, the finding shows that there are two different perceptions conveyed by the students or participants which are positive and negative perception. The positive perception concluded from the student feels enjoyable doing online learning using Quizizz because Quizizz is easy to use. There is another reason why they enjoy doing online learning because the feature in Quizizz which interest and easy-controlled by the lecturer, the last is it can be a favorite media during outside classroom is because it can save their time, it means they can do online learning anytime without having to go to campus. Moreover, there is no negative perception but there is some obstacle when do the online learning using Quizizz. Some students state that Quizizz rarely trouble. This system will be trouble because three factors that have been explained before in a discussion. The last reason why the students have a negative perception because of limited time during quiz, application or system error, and the biggest problem is low internet signal.

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